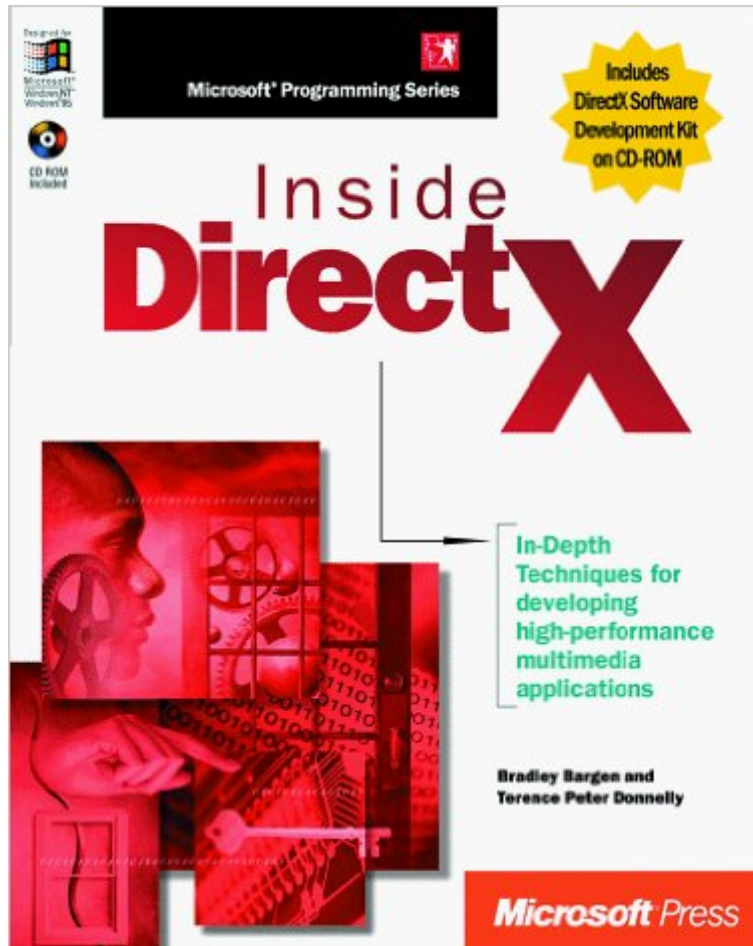


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# Inside DirectX (Microsoft Programming Series)



## Synopsis

The definitive guide to Microsoft's advanced, high-performance multi-media components.

## Book Information

Series: Microsoft Programming Series

Paperback: 550 pages

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## Customer Reviews

Although the code samples are not the best, it is still a complete and thorough resource. I prefer to write my own code, including all DirectX calls, and this book has shown me what steps have to be taken to initialize them. As I said, the sample code IN THE BOOK is poor (the explanations of each object are great), but the sample code provided on the CD is very good. These samples are straight from the source--Microsoft programmers themselves. The old samples were archaic and impossible to comprehend at best. These samples are clear and concise and have allowed me to write my own DirectDraw object to manage everything. It is written with enough character to be interesting, yet still express its point. I highly recommend it for anybody that wants to program multimedia apps/games. Some of the DirectDraw commands are also useful in other apps.

Clear, concise, and detailed enough to get you well on your way. Unless you're looking for DirectX3D, this book is nearly flawless. I've been programming in DirectX for years and I still reference this book. It's a perfect mix of a reference and tutorials. To beginners: don't expect to master DirectX from one book. It takes time, experimentation, and a lot of wading through code. (This book will really help you get started, though)

This book doesn't deserve high ratings. There are NO complete samples -- just code excerpts -- and the ones on CD are confusing. There is 1 sample for every subject, so if you don't understand that, you just don't learn. For example, the joystick sample uses complex dialogs to set attributes, making it impossible to understand. Maybe it's a good reference for `_beginners_`, or introduction to the concepts, but definitely not a learning book. It is hard to quickly find things. Throughout chapters, concepts are unorganized and not step by step -- basically, all incomplete explanations and no solid code. This is obviously thrown together. Try Andre Lamonthe's books. PS: Remember, `#define INITGUI` at the top of code or `Sys_` device constants will be unresolved -- the book does not mention this.

This book is really helpful if you want to master the basic DirectX components (it does not include Direct3d and DirectMusic). The book reads like a reference book: it explains every function of every component and provides sample code on the way. However, it also includes tips for the deeper insight. Knowledge of Win32 API and C/C++ is required, though. If you are new to windows programming, I highly recommend Windows Programming for Dummies. Together with this book they make up a perfect introduction to DirectX.

First and foremost this book was written when DirectX 5 was the standard. Now we are up to 7/8 and I assume there have been many changes, at least there are some examples in the DirectX 7 SDK which use functions not covered in this book. The lack of complete code examples or exercises means this is definitely not a tutorial and there are no tables to indicate it is a reference book. In fact, the book seems to be a collection of ramblings about DirectX and computer graphics in general. Maybe this was never intended to be a reference or a tutorial, but either would have probably been more useful.

What I expected: A paper copy of the docs that ship with the DirectX SDK. What I got: A great understanding of how DirectX works with out someone else's idea of how you should wrap up the DirectX COM. I now have four books on DirectX, this is the only one I even bother looking at anymore. It's true there are not a lot of "try this" exercises. But on the up side, the whole book has useful information, unlike others where half the book is just code you can find on the CD anyway. If you want to learn DirectX with out all the clutter that other books contain, get this book!

Bargen and company have put together a very much no-nonsense beginners guide to DirectX that doesn't complicate matters by building a game engine, as so many other books do, but show you the building blocks so you can make whatever you want of it yourself. The book has a very simple and accurate way of exposing the information (and so it should be), but still maintains a great focus on what's important to know about the inner workings of DirectX. There are a couple of things though that detract one star from my rating. Firstly, the book assumes that the reader has some knowledge of fundamental game and graphic issues, such as how animation takes place, and hardware issues, such as a bit of memory management, and pixel/bit workings of display devices. Secondly, it's a bit short and snubby. I would have enjoyed a lot more of the same. Nevertheless a great read. Icelandic programmer

A no-nonsense approach to DirectX. Instead of attempting to create wrapper class for the DirectX objects, they reference and use it directly. A book for those who are more interested to know how to use DirectX then having a set of ready wrapper classes. It was disappointing however to note the lack of D3D. Perhaps they should come up with a book on D3D or DirectMedia. Very good book, a must have for beginners and experts! After all, experts may know the tips and tricks of DirectX, but do they really know the 'how and why' of it? Who better to know those than the developers of DirectX!

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